

10 selecting one of said audio responses in response to said selected ones of said
11 plurality of statements.

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Claim 3. (ONCE AMENDED) An interactive apparatus [for developing interpersonal skills] as defined by Claim 2, wherein said video selection network includes means controlled by said personality profile emulator for selecting one of said video vignettes in response to failure of the user to select one of said plurality of statements within a predetermined time period; and said audio selection network includes means controlled by said personality profile emulator for selecting one of said audio responses in response to failure of the user to select one of said plurality of statements within said predetermined time period.

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Claim 4. (ONCE AMENDED) An interactive apparatus [for developing interpersonal skills] as defined by Claim 2, wherein said personality profile emulator includes means for adjusting said interrelating functions of said logic means, further comprising:
an alternate plurality of statements to be selected by the user of said apparatus, compiled from said plurality of statements; and
said alternate statements selected from said plurality of statements according to a criterion established by said personality profile emulator in response to a history of said audio responses selected via said audio selection network.

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Claim 5. (ONCE AMENDED) An interactive apparatus [for developing interpersonal skills] as defined by Claim 2, wherein said personality profile emulator includes means for adjusting said interrelating functions of said logic means, further comprising:
an alternate plurality of statements to be selected by the user of said apparatus compiled from said plurality of statements; and
said alternate statements are selected from said plurality of statements according to a criterion established by said personality profile emulator in response to a history of said video vignettes selected via said video selection network.

1 Claim 6. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 2, wherein said personality profile emulator is
3 modified in response to user selected ones of said plurality of statements to
4 thereby alter said interrelating functions of said logic means.

1 Claim 7. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 2, further comprising means for establishing a
3 performance score for the user of said apparatus as a function of a history of the
4 selected ones of said plurality of statements.

1 Claim 8. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 7, further comprising means for establishing a
3 performance score for the user of said apparatus as a function of the sequence of
4 selection of said plurality of statements.

1 Claim 9. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 1, comprising:
3 a personality profile emulation means for adjusting said interrelating functions of
4 said logic means;
5 a secondary listing of a plurality of statements to be selected by the user of said
6 apparatus compiled from said plurality of statements and selected according to a
7 criterion established by said personality profile emulation means in response to
8 the interrelationship created by said logic means of said audio responses and said
9 plurality of statements to be selected by the user.

1 Claim 10. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 9, wherein said plurality of statements comprising said
3 secondary listing is selected according to a criterion established by said
4 personality profile emulation means in response to the interrelationship created by
5 said logic means of said video vignettes and said statements to be selected by the
6 user.

1 Claim 11. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 10, wherein said personality profile emulation means

3 is modified in response to statements selected by the user from said listings of
4 said plurality of statements to thereby alter said interrelating functions of said
5 logic means.

1 Claim 12. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 10, comprising means for establishing a performance
3 score for the user of said apparatus as a function of said statements selected by the
4 user.

1 Claim 13. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 12, further comprising means for establishing a
3 performance score for the user of said apparatus as a function of the sequence of
4 selection of said statements selected by the user.

1 Claim 14. (ONCE AMENDED) [A] An interactive method [for creating a system for
2 developing interpersonal skills], the steps of:
3 creating a plurality of video vignettes simulating a person;
4 creating a plurality of statements to be selected by a user of said apparatus;
5 creating a plurality of audio responses for articulation by said simulated person;
6 and
7 creating [a] logic means for interrelating each of said audio responses, said video
8 vignettes and said statements to be selected by the user.

Sub. C⁴ 1 Claim 15. (ONCE AMENDED) [A] An interactive method [for creating a system for
2 developing interpersonal skills], as defined by Claim 14, wherein said step of
3 creating logic means for interrelating each of said audio responses, said video
4 vignettes and said statements to be selected by the user includes the steps of:
5 creating an interrelated network linking said video vignettes with said statements
6 to be selected by the user according to a personality profile;
7 creating an interrelated network linking said audio responses with said statements
8 to be selected by the user according to said personality profile; and
9 creating an interrelated network linking said video vignettes with said audio
10 responses.

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1 Claim 16. (ONCE AMENDED) [A] An interactive method [for creating a system for
2 developing interpersonal skills], as defined by Claim 15, wherein said step of
3 creating [a] logic means for interrelating each of said audio responses, said video
4 vignettes and said statements to be selected by the user includes the steps of:
5 creating an interrelated network linking said video vignettes with the absence of
6 said statements to be selected by the user according to said personality profile;
7 and
8 creating an interrelated network linking said audio responses with the absence of
9 said statements to be selected by the user according to said personality profile.

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1 Claim 17. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills], including the steps of:
3 selecting a statement from a list of prepared statements;
4 observing facial expressions of a simulated person in a video presentation;
5 observing body language of said simulated person in said video presentation;
6 listening to an audio response by said simulated person; and
7 selecting a statement from a list of prepared statements in response to said
8 observed facial expressions, body language and audio response.

1 Claim 18. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills] as defined by Claim 17, including the step of repeating the steps of Claim
3 17 until a determination regarding the veracity of said simulated person is made.

1 Claim 19. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills] as defined by Claim 18, including the step of signaling the program
3 creating said video presentations and audio responses of said determination
4 regarding the veracity of said simulated person.

1 Claim 20. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills] as defined by Claim 17, including the step of signaling the program
3 creating said video presentations and audio responses if said video presentation
4 constitutes a clue regarding the veracity of said simulated person.

1 Claim 21. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills] as defined by Claim 17, including the step of signaling the program
3 creating said video presentations and audio responses if said audio response
4 [constituted] constitutes a clue regarding the veracity of said simulated person.

1 ^{Sub 37} Claim 22. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills], comprising:
3 a plurality of video vignettes simulating a person;
4 a listing of a plurality of statements to be verbalized by the user of said apparatus;
5 a plurality of audio responses for articulation by said simulated person; and
6 a logic means for interrelating each of said audio responses, said video vignettes
7 and said statements to be verbalized by the user.

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1 Claim 23. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 22, wherein said logic means for interrelating each of
3 said audio responses, said video vignettes and said statements to be verbalized by
4 the user comprises:
5 a personality profile emulation;
6 a video network linking said video vignettes with said statements to be verbalized
7 by the user according to said personality profile emulation;
8 an audio network linking said audio responses with said statements to be
9 verbalized by the user according to said personality profile emulation; and
10 means for linking said video vignettes with said audio responses according to said
11 personality profile emulation.

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1 Claim 24. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 23, wherein:
3 said video network includes means linking said video vignettes with the absence
4 of said statements to be verbalized by the user according to said personality
5 profile emulation; and
6 said audio network includes means linking said audio responses with the absence
7 of said statements to be verbalized by the user according to said personality
8 profile emulation.

1 Claim 25. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 24, comprising:
3 a personality profile emulation means for adjusting said interrelating functions of
4 said logic means;
5 a secondary listing of a plurality of statements to be verbalized by the user of said
6 apparatus compiled from said plurality of statements; and
7 said secondary listing of a plurality of statements is selected from said listing of a
8 plurality of statements according to a criterion established by said personality
9 profile emulation means in response to the interrelationship created by said logic
10 means of said audio responses and said statements to be verbalized by the user.

1 Claim 26. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 25, wherein said plurality of statements comprising
3 said secondary listing is selected according to a criterion established by said
4 personality profile emulation means in response to the interrelationship created by
5 said logic means of said video vignettes and said plurality of statements to be
6 verbalized by the user.

1 Claim 27. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 26, wherein said personality profile emulation means
3 is modified in response to verbalization by the user of said plurality of statements
4 from said listings to thereby alter said interrelating functions of said logic means.

1 Claim 28. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 27, comprising means for establishing a performance
3 score for the user of said apparatus as a function of the statements selected from
4 said plurality of statements verbalized by the user.

1 Claim 29. (ONCE AMENDED) An interactive apparatus [for developing interpersonal
2 skills] as defined by Claim 28, comprising means for establishing a performance
3 score for the user of said apparatus as a function of the sequence of verbalization
4 of said statements selected from said plurality of statements verbalized by the
5 user.

1 ~~Claim 30.~~ (ONCE AMENDED) [A] An interactive system [for developing interpersonal
2 skills] as defined by Claim 22, comprising:
3 a personality profile emulation means for adjusting said interrelating functions of
4 said logic means;
5 a secondary listing of a plurality of statements to be verbalized by the user of said
6 apparatus compiled from said plurality of statements and selected according to a
7 criterion established by said personality profile emulation means in response to
8 the interrelationship of said audio responses and said statements to be verbalized
9 by the user created by said logic means.

1 Claim 31. (ONCE AMENDED) [A] An interactive system [for developing interpersonal
2 skills] as defined by Claim 30, wherein said plurality of statements comprising
3 said secondary listing is selected according to a criterion established by said
4 personality profile emulation means in response to the interrelationship created by
5 said logic means of said video vignettes and said statements to be verbalized by
6 the user.

1 Claim 32. (ONCE AMENDED) [A] An interactive system [for developing interpersonal
2 skills] as defined by Claim 31, wherein said personality profile emulation means
3 is modified in response to verbalization by the user of statements from said
4 listings to thereby alter said interrelating functions of said logic means.

1 Claim 33. (ONCE AMENDED) [A] An interactive system [for developing interpersonal
2 skills] as defined by Claim 31, comprising means for establishing a performance
3 score for the user of said apparatus as a function of the statements selected from
4 said plurality of statements verbalized by the user.

1 Claim 34. (ONCE AMENDED) [A] An interactive system [for developing interpersonal
2 skills] as defined by Claim 33, comprising means for establishing a performance
3 score for the user of said apparatus as a function of the sequence of verbalization
4 of said statements selected from said plurality of statements verbalized by the
5 user.

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1 Claim 35. (ONCE AMENDED) [A] An interactive method [for creating a system for
2 developing interpersonal skills], comprising the steps of:
3 creating a plurality of video vignettes simulating a person;
4 creating a plurality of statements to be verbalized by the user;
5 creating [a] means for recognizing verbalized ones of said plurality of statements;
6 creating a plurality of audio responses for articulation by said simulated person;
7 and
8 creating [a] logic means for interrelating each of said audio responses, said video
9 vignettes and said plurality of statements to be verbalized by the user.

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1 Claim 36. (ONCE AMENDED) [A] An interactive method [for creating a system for
2 developing interpersonal skills] as defined by Claim 35, wherein said step of
3 creating logic means for interrelating each of said audio responses, said video
4 vignettes and said plurality of statements to be verbalized by the user includes the
5 steps of:
6 creating an interrelated network linking said video vignettes with said recognized
7 verbalized statements according to a personality profile;
8 creating an interrelated network linking said audio responses with said recognized
9 verbalized statements according to said personality profile; and
10 creating an interrelated network linking said video vignettes with said audio
11 responses.

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1 Claim 37. (ONCE AMENDED) [A] An interactive method [for creating a system for
2 developing interpersonal skills] as defined by Claim 36, wherein said step of
3 creating logic means for interrelating each of said audio responses, said video
4 vignettes and said plurality of statements to be verbalized by the user includes the
5 steps of:
6 creating an interrelated network linking said video vignettes and said audio
7 responses with the absence of recognition of verbalized statements according to
8 said personality profile.

1 Claim 38. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills], including the steps of:
3 verbalizing a statement including one or more key words selected from a list of

4 prepared statements including said key words;
5 observing the facial expression of a simulated person in a video presentation;
6 observing the body language of said simulated person in said video presentation;
7 listening to an audio response by said simulated person; and
8 verbalizing a statement including one or more key words selected from a list of
9 prepared statements including said key words in response to said observed facial
10 expression and body language and said audio response.

1 Claim 39. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills] as defined by Claim 38, including the step of repeating the steps of Claim
3 38 until a determination regarding the veracity of said simulated person is made.

1 Claim 40. (ONCE AMENDED) [A] An interactive method for developing interpersonal
2 skills as defined by Claim 39, including the step of signaling the program creating
3 said video presentations and audio responses of said determination regarding the
4 veracity of said simulated person.

1 Claim 41. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills] as defined by Claim 38, including the step of signaling the program
3 creating said video presentations and audio responses if said video presentation
4 constituted a clue regarding the veracity of said simulated person.

1 Claim 42. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills] as defined by Claim 38, including the step of signaling the program
3 creating said video presentations and audio responses if said audio response
4 constituted a clue regarding the veracity of said simulated person.

1 Claim 43. (ONCE AMENDED) [A] An interactive system [for developing interpersonal
2 skills], comprising:

3 memory means including a plurality of statements;
4 monitor means for video presentation; and
5 keyboard means for selecting one of said plurality of statements in response to a
6 visual cue from said monitor means or an audio cue, said video presentation
7 responding to said selected one of said plurality of statements.

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1 Claim 44. (ONCE AMENDED) [A] An interactive method [for developing interpersonal
2 skills with a simulated subject using electronic means,] said method comprising
3 the steps of:
4 initializing a program including weighted questions;
5 allocating quantitative emotional values to rapport states, the quantitative
6 emotional values for the rapport states adding up to 1;
7 affecting the flow of the emotional values from [raport] rapport state to rapport
8 state based on stimuli derived from questions asked

Please **ADD** the following new claims:

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1 Claim 49. An interactive apparatus according to claim 1, wherein said interactive
2 apparatus is voice activated.

1 Claim 50. An interactive method according to claim 14, wherein the user articulates the
2 statements selected.

1 Claim 51. An interactive method according to claim 17, wherein the statement selected
2 is articulated.

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1 Claim 52. An interactive apparatus, according to claim 22, wherein said interactive
2 apparatus is voice activated by articulating the statements to verbalized.

1 Claim 53. An interactive method according to claim 35, wherein said verbalized
2 statements are articulated by the user.

1 Claim 54. An interactive method according to claim 38, wherein the step of verbalizing a
2 statement includes articulating the statement to a voice activated system.

1 Claim 55. A computer readable medium that configures a computer to perform a
2 method, said method comprising the steps of:
3 initializing a program including weighted questions;
4 allocating quantitative emotional values to rapport states; and
5 affecting the flow of the emotional values from rapport state to rapport state

6 based on stimuli derived from questions either articulated by voice activation or entered
7 via keyboard.

1 Claim 56. A computer readable medium embodying a program of instruction, said
2 program comprising the instruction of:
3 providing a stimulus value based on an average of all previous rapport values
4 and current rapport values; and
5 employing the algorithm

$$S_r = 0.8 [\text{memory} * S_{r-1} + (1-\text{memory}) * S_q] + 0.2 (\text{average rapport value})$$

8
9 where S_{r-1} is the stimulus before the last rapport value and S_2 is the average
10 rapport value of all previous rapport values and the current rapport value, for computing
11 the stimulus value S_r .

1 Claim 57. A computer readable medium that stores a program, said program comprising:
2 means for computing;
3 means for viewing;
4 means for entering information;
5 means for quantifying emotional values allocated to rapport states; and
6 means for computing a stimulus value.

1 Claim 58. A computer readable medium according to claim 57, wherein said means for
2 computing a stimulus value includes employing the algorithm:

$$S_r = 0.8 [\text{memory} * S_{r-1} + (1-\text{memory}) * S_q] + 0.2 (\text{average rapport value})$$

5
6 where S_{r-1} is the stimulus before the last rapport value , and S_q is the average
7 rapport value of all previous rapport values and the current rapport value for computing
8 the stimulus value S_r .

1 Claim 59. A computer readable medium embodying a program of instruction, said
2 program comprising:
3 initializing personality parameters;
4 initializing mood parameters;

5 computing a stimulus value;
6 determining whether the stimulus value changed signs;
7 changing a target state if the stimulus values changed signs;
8 determining whether weights reached predetermined limits; and
9 change weights in all states.

1 ^{Sub B⁶7} Claim 60. A computer readable medium that stores a program, said program comprising:
2 means for creating a simulated person;
3 means for creating a plurality of statements to be verbalized;
4 means for recognizing verbalized statements;
5 means for creating a plurality of audio responses for articulation;
6 means for creating logic means for interrelating said audio responses,
7 simulated person and statements to be verbalized.

1 Claim 61. A computer readable medium that configures a computer to perform a
2 method, said method comprising the steps of:
3 simulating a person.
4 selecting statements to be selected by a user;
5 articulating audio responses by the simulated person; and
6 interrelating the statements selected by the user, the audio response and the
7 simulated person.

8 Claim 62. (ONCE AMENDED) An interactive apparatus comprising:
9 a means for simulating a person
10 a plurality of statements to be selected by a user of said apparatus;
11 a plurality of audio responses for articulation by said simulated person; and
12 logic means for interrelating each of said statements to be selected by the user,
13 said audio responses and said simulated person.

1 Claim 63. An interactive method, the steps of:

2 simulating a person;

3 creating a plurality of statements to be selected by a user of said apparatus;

4 creating a plurality of audio responses for articulation by said simulated person;

5 and

6 creating logic means for interrelating each of said audio responses, said simulated
7 person and said statements to be selected by the user.

1 Claim 64. An interactive apparatus comprising:

2 means for simulating a person;

3 a listing of a plurality of statements to be verbalized by the user of said apparatus;

4 a plurality of audio responses for articulation by said simulated person; and

5 a logic means for interrelating each of said audio responses, said simulated person
6 and said statements to be verbalized by the user.

1 Claim 65. An interactive method comprising the steps of:

2 simulating a person;

3 creating a plurality of statements to be verbalized by the user;

4 creating means for recognizing verbalized ones of said plurality of statements;

5 creating plurality of audio responses for articulation by said simulated person; and

6 creating logic means for interrelating each of said audio responses, said simulated
7 person and said plurality of statements to be verbalized by the user.

REMARKS

This Preliminary Amendment is filed to correct minor typographical and grammatical errors found therein. In addition, new claims 49-64 have been added to provide an additional scope of coverage for the invention. No new matter has been added.